WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.
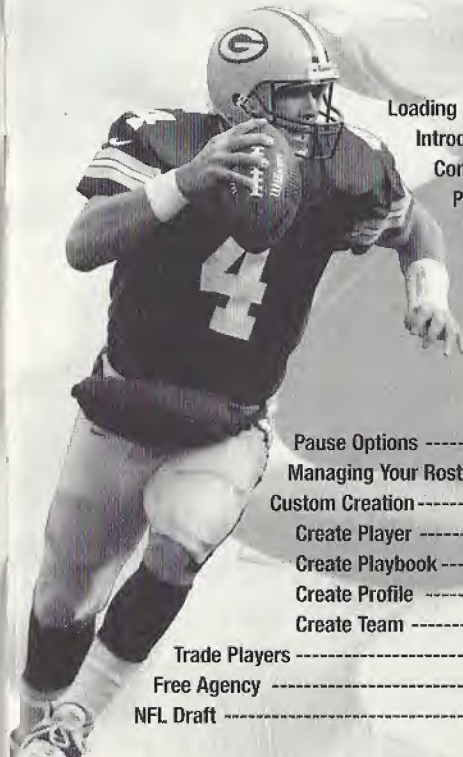
PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

NFL QB CLUB 2001

CONTENTS

LOADING

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power **ON**. Doing so may disrupt the controller initialization procedure and result in malfunction.

1. Insert your NFL Quarterback Club 2001™ Sega Dreamcast Specific Disc into your Sega Dreamcast console.
2. Plug your Sega Dreamcast Controller into Controller Port A.

NOTE: NFL Quarterback Club 2001™ is a 1-4 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Operation with incompatible controllers is not guaranteed.

3. Switch on the power to your Sega Dreamcast Unit.
4. You will be prompted to select a VMU on which to save your progress in the game. Each saved game requires 64 blocks of memory. If you do not have a VMU inserted or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.
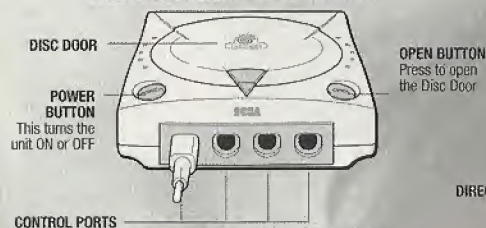
While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

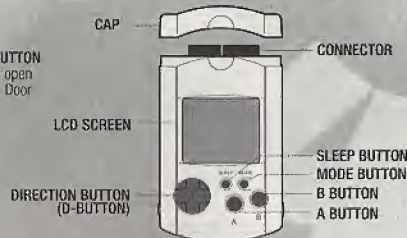*Purchase additional controllers (sold separately) to play with two people.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

NOTE: This game may be unsuitable for the hearing impaired.

SEGA DREAMCAST HARDWARE UNIT

DISC DOOR

POWER BUTTON
This turns the unit ON or OFF

OPEN BUTTON
Press to open the Disc Door

CONTROL PORTS
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **CONTROL PORT** can also be referred to as **PORT**.

VISUAL MEMORY UNIT (VMU)

CAP

CONNECTOR

LCD SCREEN

SLEEP BUTTON
MODE BUTTON
B BUTTON
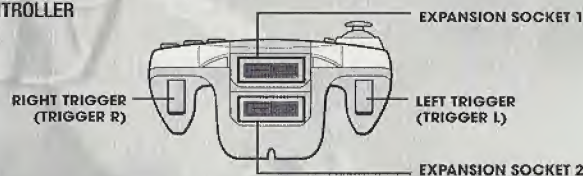**A BUTTON**

DIRECTION BUTTON (D-BUTTON)

Never disconnect the VMU/VMs while performing a battle or exchanging data when connected to another VMU/VM. Also note that leaving two VMU / VMs connected for a long period of time will considerably shorten the life of the batteries.

STANDARD CONTROLLER
(Overhead View)

X BUTTON
Y BUTTON
B BUTTON
A BUTTON
ANALOG THUMB PAD
DIRECTIONAL BUTTON (D-BUTTON)
START BUTTON
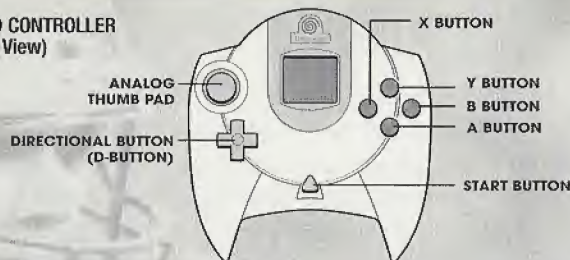
STANDARD CONTROLLER
(Forward View)

EXPANSION SOCKET 1
RIGHT TRIGGER (TRIGGER R)
**LEFT TRIGGER (TRIGGER L)**
EXPANSION SOCKET 2

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

JUMP PACK
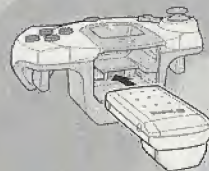
When the Jump Pack / Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack / Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

ARCADE STICK
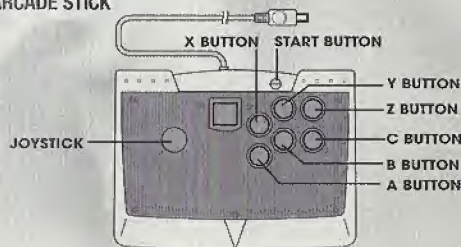
X BUTTON   START BUTTON
Y BUTTON
Z BUTTON
C BUTTON
B BUTTON
A BUTTON
JOYSTICK

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

3

INTRODUCTION

Welcome to NFL Quarterback Club 2001! This year promises to bring the best football game into a new millennium. NFL QBC 2001 combines a crop of great new features like the addition of the "Shoulder Charge" to your offensive arsenal for busting through the line and pass icons on run plays (it really throws your opponent off the scent!) There's also a whole networks-worth of camera angles and an improved catching and play select system. My personal favorite is the new savable instant replays so you can create your own highlight film!

Playing a season can be grueling. I like to warm up in Practice mode, stretch out in a few Exhibition games and then I'm ready to march downfield to the Playoffs. After that its on to the big game and, hopefully, another ring! But, if you don't grab that ring, you can re-create your winning situation in QBC 2001's Custom Simulation mode where you call all the shots! I have a few game memories that I'd love to replay. If you have a few or, if you're a history buff, you can recapture bygone eras in the Historic Simulation mode.

So, grab your pads and cleats and join me on the gridiron for some NFL QBC 2001 action!

GETTING STARTED

At the title screen, press **START**. You will come to Main Menu.

NFL Play Access Practice, Exhibition, New Season, New Playoffs or Simulation.

Team Management Draft and trade players, sign free agents and create custom players and teams.

Options Adjust a wide variety of game settings.

VMU See information on your Memory Card, and load previously saved Season or Playoff progress.

Credits View the folks behind NFL QBC 2001.

VMU/MEMORY CARD
SAVING/LOADING

To save or load a game you must access the Main Menu and select the Memory Card option. Saving or loading a game will save or load any created players, teams, profiles, and playbooks, as well as current stats, rankings, option settings, etc. In Season and Playoff modes, you can save your place after each game. You can save your current league status and game settings. If you wish to save a new game after that, you will be prompted to overwrite (erase) an existing game. To do so, highlight the game you wish to overwrite and press the **A BUTTON**. You will be asked to confirm. Highlight **SAVE OVER** to do so, or **CANCEL** to cancel. Press the **A BUTTON**.

To Load A Saved Game On the Memory Card screen, press the **A BUTTON** to load a previously saved game. Follow the prompts.
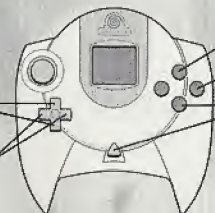
CONTROLS
MENU CONTROLS

NOTE: The **DIRECTIONAL BUTTON** and **ANALOG THUMB PAD** can be used interchangeably during menu navigation

MOVE HIGHLIGHT THROUGH OPTIONS

TOGGLE SELECTED OPTION

ACCESS HELP

CANCEL SELECTION

MAKE SELECTION

IN-GAME CONTROLS

NOTE: When using the ARCADE STICK, substitute all references to ANALOG THUMB PAD/DIRECTIONAL BUTTON for JOYSTICK, LEFT TRIGGER for Z BUTTON and RIGHT TRIGGER for C BUTTON.

OFFENSE

CONTROL HIGHLIGHTED PLAYER	DIRECTIONAL BUTTON/ANALOG THUMB PAD

PLAYING QUARTERBACK

Before the Snap

CALL AUDIBLE	X BUTTON
VIEW ALL RECEIVERS	Y BUTTON
TIGHT END MOTION	LEFT AND RIGHT ON DIRECTIONAL BUTTON/ANALOG THUMB PAD
FAKE SNAP	B BUTTON
SNAP BALL	A BUTTON
CHANGE PLAYER CONTROL	LEFT OR RIGHT TRIGGER

After the Snap

THROW TO RECEIVER	A, B, X, Y BUTTONS OR RIGHT TRIGGER
THROW AWAY	HOLD LEFT TRIGGER THEN PRESS RIGHT TRIGGER
QB SCRAMBLE	HOLD LEFT TRIGGER

Running the Ball

SHOULDER CHARGE	A BUTTON
DIVE/QB SLIDE	B BUTTON
HURDLE	Y BUTTON
SPIN	X BUTTON
JUKE	LEFT TRIGGER
STIFF ARM	RIGHT TRIGGER

Catching the Ball

INCREASES CHANCE TO MAKE CATCH	X BUTTON
DIVE CATCH	B BUTTON
JUMPING CATCH	Y BUTTON

DEFENSE

CONTROL HIGHLIGHTED PLAYER	DIRECTIONAL BUTTON/ANALOG THUMB PAD

Before the Snap

CHANGE PLAYER CONTROL	LEFT or RIGHT TRIGGER
CALL AUDIBLE	X BUTTON
LINE SHIFT	Y BUTTON + LEFT OR RIGHT DIRECTIONAL BUTTON/ANALOG THUMB PAD

After the Snap

BLOCK BREAK	A BUTTON
DIVING TACKLE	B BUTTON
STRIP BALL	X BUTTON
JUMP	Y BUTTON

Ball in the Air

DIVING CATCH/TACKLE	B BUTTON
INTERCEPT/CATCH	X BUTTON
JUMP	Y BUTTON
CONTROL PLAYER CLOSEST TO THE BALL	R TRIGGER

SPECIAL TEAMS

SNAP/KICK BALL	A BUTTON

CELEBRATIONS

A job well done deserves a little party! Shove it down your opponent's throat with a few exclamation points!

OFFENSE (Following a touchdown)

A BUTTON	DEFAULT CELEBRATION (RANDOM)
Y BUTTON	DUNK BALL OVER GOAL POST
B BUTTON	SPIKE THROUGH LEGS
X BUTTON	TAKE THE PLUNGE
LEFT TRIGGER	TAKE A BOW
RIGHT TRIGGER	BOX THE GOAL POST

DEFENSE (Following a sack)

A BUTTON	DEFAULT CELEBRATION (RANDOM)
Y BUTTON	FLEX
B BUTTON	POINT AT PLAYER ON GROUND
X BUTTON	RAISE THE ROOF
LEFT TRIGGER	I'M THE HERO
RIGHT TRIGGER	STAND, TAUNT, WALK AWAY

PLAYING A GAME

COIN TOSS

Once you take the field, a coin toss determines which team will kick and which will receive. The coin toss is called in the air by the visiting team. The team who loses the toss chooses which goal they wish to defend.

KICK OFF

You can aim your kick by moving the **DIRECTIONAL BUTTON/ANALOG THUMB PAD LEFT, RIGHT, UP** and **DOWN**. Kick power is determined by when you press the **A BUTTON** in relation to where the bouncing meter is at the time. Follow the same procedure for punts, field goals and extra points.

CALLING PLAYS

TEAM

DOWN

YARD LINE

PLAY CLOCK

SCORE

YARDS TO GO

GAME CLOCK
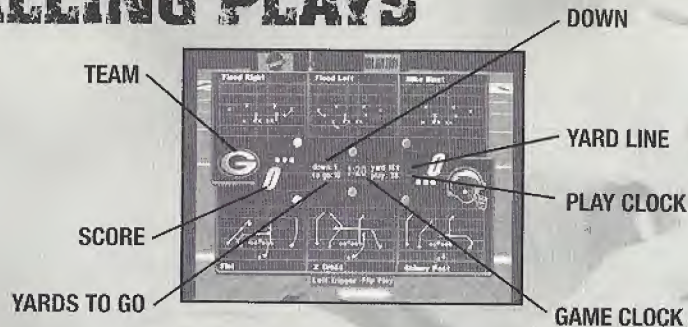
The play select screen is divided into 3 Defensive and 3 Offensive play calling boxes and a game status area showing the current game situation (down, yards to go, time remaining, etc.). If you have created a custom playbook, you can access it from this screen. In multiplayer games, the player with the lowest controller number controls the offense and the next lowest controls the defense.

TO CALL A PLAY

• Scroll formations and plays using **ANALOG THUMB PAD LEFT** or **RIGHT**.

• Press the appropriate control (**B, A,** or **X**) for the formation and play you wish to use.

NOTE: You can flip plays by pressing the LEFT TRIGGER.

VMU Play Art After you select a play, the **VMU** will display your play! If you call an audible, the display will change to show the play that was called in the audible. Great for those of us who really want to study the routes!

Once both teams have called plays, the teams break their huddle and go to the scrimmage line.

10

USING A CREATED PLAYBOOK

Once you have created and saved a custom playbook (see page 21), it will be available on your list of playbooks and can be used at anytime for any team.

To Use A Created Playbook

• In-Game Options on the Game Setup screen.

• Scroll to either the Away Playbook or Home Playbook.

• Press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight the desired playbook.

CONTROLLING PLAYERS

You can switch control of players by pressing the **LEFT TRIGGER** to toggle through the players.

PASSING

The passing system allows you to control both how hard a pass is thrown and exactly where it's thrown. This allows the quarterback to respond to pass coverage dynamically. Each pass tag corresponds to a particular receiver. Tap the button of the receiver you wish to throw to for a lob pass. Hold the button down longer for a bullet pass. Once the ball is thrown you will have control of the receiver.

11
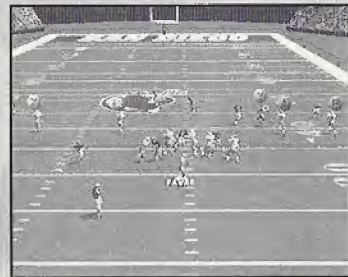
GAME TYPES
PRACTICE

Let's shake the off-season cobwebs from your game. Start by setting Practice options:

Offense Toggle to the team of your choice or offensive scheme of your choice, including classic historic offenses like the '88 49ers and custom schemes of your own devising!

Defense Choose to run plays without a defense to challenge you (None), or against any defensive scheme in the NFL!

Field Position Select which yard line you'll run plays from. The **UP** arrow indicates you're in enemy territory, **DOWN** that you're in your own half of the field.

Hashmark Place the ball at the left, center or right of the field.

Offense Playbook Select the offensive scheme of your choice.

Facility Choose an Indoor or Outdoor facility.

Weather In Exhibition mode, set the game conditions in outdoor stadiums, or have the CPU choose (Auto).

Once you've set your options and chosen which team you wish to control, you'll see the playbook screen, with a number of appropriate plays to choose from. Make your choice, then it's on to the field to master your attack!

EXHIBITION

A one-game contest between any two teams, Exhibition games don't count towards your record. Many of the screens, features and options available in this mode pertain to other modes, too, so take a moment to learn these basics. After selecting Exhibition, you'll come to the team select screen, showing two teams and their respective NFL rankings in the most important offensive and defensive categories. Toggle through teams by pressing **DOWN** or **UP** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD**. Alternate team select areas by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD**.

Importing a Created Team If you want to bring a saved custom team into play, press the **RIGHT TRIGGER** at the Team Select screen. At the Restore Team screen, you can select from any one of up to 3 custom built teams. Once your teams are selected, choose which one you wish to control.

GAME SETUP SCREEN

Before you hit the field, you can access an array of items on the Game Setup screen, which is similar in every game mode. Some options may not be available, depending on game type and situation. For example, you cannot set weather in a domed stadium or in Season mode.

START GAME
Hit Start Game now to jump into a game with default settings or take the time to set the following options and then hit Start Game when you're done.

IN- GAME OPTIONS
Weather In Exhibition mode, set the game conditions in outdoor stadiums, or have the CPU choose (Auto).

Qtr Length Set 1, 2, 5, 10 or 15 minute quarters.

Time of Day Lets you choose a Day or Night game.

Difficulty Play at Rookie, Pro or All-Pro skill levels.

Player Energy When ON, players' energy diminishes with playing time and activity. Low energy often leads to injuries.

Clock Speed Use Realistic, Accelerated or Turbo game clock speeds.

Player ID The on-screen players can be identified in different ways.

Injuries When **ON**, players are automatically subbed out when injured, and remain unavailable until the injury heals.

Celebrations When **ON**, your players can gloat with abandon.

Focus on Ref When **ON**, the referee is shown whenever a call is made.

Home Playbook Use the home team's usual playbook (default), or use any other team's scheme.

Home Profile Use the home team's usual coaching profile, or choose another.

Away Playbook See Home Playbook.

Away Profile See Home Profile.

PENALTY SETTINGS
Set a wide range of penalty calling sliders from **OFF** (never called) to **STRICT** (called whenever possible).

SUB PLAYERS
You can substitute players into Offensive, Defensive and Special Teams formations. You may wish to substitute a healthy player in for an injured one, or to have a particular player sub into a particular formation (for example, put a very quick receiver into pass formations). First, select which club to substitute for, then the team type (Reset All resets rosters).

- **LEFT or RIGHT TRIGGERS** to cycle through formations
- **X BUTTON** to toggle between sub out and sub in areas
- **UP or DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight players
- **A BUTTON** to sub highlighted players into current formation
- **START BUTTON** to sub into all formations

14

JUMP PACK
If you have a Jump Pack, set this to ON to feel all the bumps and grinds of QBC '01 action!

STADIUM SELECT
Choose a stadium to play in. Imagine the Jets in Giant Stadium! Golly!

...ason play proves that ... game every week, ...er, create and import
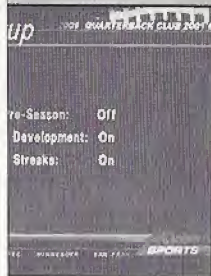
...ult in a player improving

...heir game ...pull off great moves in

15

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Celebrations Whe

Focus on Ref Wh

Home Playbook L
scheme.

Home Profile Use

Away Playbook S

Away Profile See

PENALTY SETTINGS
Set a wide range of pe
whenever possible).

SUB PLAYERS
You can substitute play
to substitute a healthy
particular formation (fo
which club to substitute

- **LEFT or RIGHT**
- **X BUTTON** to to
- **UP or DOWN** o
  players
- **A BUTTON** to s
- **START BUTTON**

14

JUMP PACK
If you have a Jump Pack, set this to ON to feel all the bumps and grinds of QBC '01 action!

STADIUM SELECT
Choose a stadium to play in. Imagine the Jets in Giant Stadium! Golly!

NEW SEASON

Do you have what it takes to claw your way to Super Bowl victory? Season play proves that every week counts in this game of inches. You can play each and every game every week, simulate games and play only the choice match-ups, manage your roster, create and import custom players, team and playbooks and lots more!

SEASON SETUP

Before you get into a season's worth of play, you'll need to select a few options.

Play Pre-Season This option can be set to **ON** or **OFF**. When **ON**, your team will compete in 5 exhibition games before the season begins. You can choose to simulate all the games for a particular week or not.

Player Development When **ON**, this feature tracks each player's performance in several categories during each game and rates them by how they did. Categories reflect the demands of each position. The rating is cumulative and may result in a player improving from good performances or getting worse from bad performances.

Player Streaks When set to **ON**, players will get hot or cold depending on their game performance. A great performance one week makes a player more likely to pull off great moves in the future, while a poor performance can mean a slump is in your future!

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SEASON MENU

After the Season Setup screen, you'll go to the Season Menu, with a complete range of choices. Note that if Pre-Season is set to **ON**, you'll see the same menu, but your choices will relate to Pre-Season play. Once you've selected a particular option, press the **Y BUTTON** (Help) for control details for that option.

Weekly Schedule This screen details all the scheduled pre-season or season games week by week. You can play or simulate any of the games for any given week.

Team Schedules View a list of each team's schedule, along with win/loss record for any weeks already past.

Team Standings View teams standings within each conference and division to date.

Power Rankings Power rankings gives you a good indication of which team has the power to go all the way!

Season Stats All the stats you could ever want, updated as the season progresses.

Season Leaders See at a glance who the top performers in all stat categories are.

Team Stats Complete team stats for the season thus far.

Injured Players If injuries are turned **ON**, a visit here will tell you the current status of injured players on any team.

Weekly Matchups Compare the rankings of each pair of teams scheduled to play on a given week.

Manage Rosters Draft, trade, and sign players and access custom creation features. See Managing Your Rosters (page 19) for details.

Quit Season Quit the current season and return to the main menu.

PLAYING A SEASON

Once you've selected which game(s) you wish to play or simulate (using the Weekly Schedule option), press the **A BUTTON**. The computer will simulate any games you didn't mark to play. To mark a game for play, press the **X BUTTON**. You will then go to the controller select screen, where up to 4 players can decide which team they wish to control (by moving their controller under the team's logo). If you've marked multiple games to play in any given week, they are played in the order presented.

GAME SETUP

After selecting which team you wish to control, the Game Setup screen appears. Here you can set various options (these apply only to the current game). Select Start Game and press the **A BUTTON** to begin playing.

NEW PLAYOFFS

For those who need an immediate adrenaline rush, jump straight into post-season play. Try to work your way up the playoff ladder to grab yourself a Super Bowl ring! Playoff levels from wild card all the way to the Super Bowl.

While the computer determines the Playoff teams and ladder, you may import a Created Team into the 1st tier of the Playoffs.

You can play all games in the playoffs, play only the games featuring a particular team, or have the computer simulate games.

- Select New Playoffs at the NFL Play screen to begin a new playoffs series. Doing so will delete any previously started Playoffs from the internal RAM (NOT from your Memory Card).
- Select Continue Playoffs to pick up a previously saved series from where you left off. This series must first be loaded at the Save/Load screen.

TO SELECT PLAYOFF GAMES

- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to scroll playoff ladder.
- **DOWN** or **UP** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to move highlight to a particular match-up box.
- **X BUTTON** to mark a highlighted match-up for play. The computer will simulate any matches not marked for play.
- **A BUTTON** to play games.

NOTE: If you press the A BUTTON without marking any match-ups for play, you will be asked if you wish to have the computer simulate all games for that week.

TO PLAY ALL WEEKS WITH A PARTICULAR TEAM

- Highlight the box next to a particular team and press **X BUTTON**.
- Press **A BUTTON** to play games.

Remember, you'll have to select your team for each week you want to simulate.

Following Playoff game selection, you will go to the Controller screen to select a team to control.

SIMULATIONS

On the Main Menu, choose Historic Simulation or Custom Simulation.

Historic Simulation Classic contests abound in this visit to yesteryear! You can play as either team, but follow the onscreen challenge to earn win status!

Custom Simulation Don't dream about what might have been, make it happen! You select the teams, the situation, everything but the ticket prices!

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TO CREATE A CUSTOM SIMULATION

- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to select a variable.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to toggle settings.
- **A BUTTON** to confirm sim settings and go on to Game Setup Screen.
- **X BUTTON** to change who has possession.

PAUSE OPTIONS

Press **START** at any time to pause the action and bring up the Pause Options screen.

Resume Game Return to game play.

Time out Shows the team charged with the time-out and how many remain.

Instant Replay View the most recent action in a variety of modes, including forward, reverse, and fast and slow motion.

Sub Players See page 13.

Camera Views Choose among 13 great camera settings, including custom Create-a-Cam. Camera controls appear on-screen.

Injured Players Check the injury status of your players.

Game Stats View comprehensive stats for each team so far. **LEFT** or **RIGHT TRIGGERS** to toggle categories.

Penalty Settings Toggle a variety of penalty calling settings, from OFF to STRICT.

Controllers Switch which team you control.

Set Audibles Assign audible plays to the 3 action buttons.

More Options Except where noted, these are the same as the Pre- and In-Game options. (See page 13)

Quit Game Quit or Restart the current game without saving data. Restart returns you to the kickoff.

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MORE OPTIONS

Yes, there are even more options; many are already described under the Game Setup Screen section, so they aren't listed here.

Referee Animations When set to ON, you will see all penalty calls with animated refs.

Auto Sub When set to ON (recommended), autosub will automatically sub in a fresh player for a tired player.

Sound Volumes Set the in-game SFX, Music and Announcer volumes.

Sound Mode Switch from Stereo to Mono sound modes.

MANAGING YOUR ROSTERS

Be the cutthroat General Manager you always knew you could be! Hire superstars and cut the dead wood in this area.

NFL Draft Move players around to create your Dream Team!

Trade Players Swap position players between teams.

Sign Free Agents Sign and release free agents.

Custom Creation Make everything about the game to your specifications.

Restore Rosters Restore all rosters to default settings.

Salary Cap Turn the Salary Cap ON or OFF.

CUSTOM CREATION

CREATE CUSTOM TEAMS, PLAYERS & PROFILES.

Create Team Use custom players, free agents and trades to create your own team.

Create Player Create a player that reflects your personal taste.

Create Profile Create a coaching profile for your team.

Create Playbook Create a custom playbook that contains up to 256 of your favorite plays.

Delete Team Delete any of your created teams.

Delete Player Delete a custom player from your roster.

Delete Profile Delete any of the created profiles.

Delete Playbook Delete your custom playbook.

CREATE PLAYER

Create up to 22 custom players. Once a player is created, a salary is assigned based on attribute levels, and the player goes into the free agent pool. Players can be imported into any team by selecting Free Agency.

TO INPUT A NAME
- Press X **BUTTON**.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** moves cursor, **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** toggles characters.
- **A BUTTON** to confirm and advance to attribute select screen.
- Press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to adjust player characteristics.

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21

Adjusting Attributes Each created player is assigned an equal number of total skill points.

- Raise and lower the number of points used by adjusting attribute levels.
- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight an attribute.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to adjust attribute levels. (**L** or **R BUTTON** to lower or raise all attributes at once.)
- **A BUTTON** to confirm and advance.

Player Attribute Abbreviations

SPD Speed	**TRG** Throwing Range	**AGI** Agility	**PBB** Pass Block Breaking
ACC Acceleration	**KRG** Kicking Range	**TBK** Tackle Breaking	**RBB** Run Block Breaking
END Endurance	**CAT** Catching	**PBK** Pass Blocking	
TAC Throwing Accuracy	**HND** Hands	**RBK** Run Blocking	**REC** Recognition
KAC Kicking Accuracy	**SCR** Scrambling	**TAK** Tackling	**ELU** Elusiveness

CREATE PLAYBOOK

This feature lets you create your own playbook, which you can use with any team at any time. You can select up to 128 offensive and 128 defensive plays for your custom playbook. You can save up to 2 different custom playbooks.

TO CREATE A PLAYBOOK

- **RIGHT TRIGGER** to toggle formations.
- **LEFT TRIGGER** to toggle between offense and defense.
- When **GENERAL** is highlighted, press the **B, A,** or **X BUTTONS** to select a play.
- When **CUSTOM** is highlighted, press the **B, A,** or **X BUTTONS** to remove a play.
- **START** to store in memory.

TO SAVE A PLAYBOOK TO A MEMORY CARD

- Press the **B BUTTON** to back out to the Main Menu.
- Select Memory Card options.

CREATE PROFILE

Custom profile lets you pre-set how you like to call a game, then use this play-calling profile with any team. You can choose preferred formations, and the percentage of different play types (up to a total of 100%). Let's look at it in more detail.

Preferred Offensive and Defensive Formations Choose which 3 offensive and defensive formations you favor.

Pass/Run Percentage You decide what percent of the time your offense will call a pass or run play (total is 100%) when you are not in an obvious passing situation (Ex.: 3rd down and 20 yards to go) or running situation (3rd down and 1 yard to go).

Shock How often to call a shock play. A shock play is a play that is not an obvious call for the current situation. For example, 3rd and 1 from your own 20- yard line and you go for the deep bomb.

CREATING A CUSTOM PROFILE

- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to move highlight through selections.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to modify current selection.
- **A BUTTON, B BUTTON** or **START** to exit to save screen (will save to internal RAM).

TO SAVE YOUR CUSTOM PROFILE TO A MEMORY CARD

- Press the **B BUTTON** to back out to the Main Menu.
- Select Save/Load.

CREATE TEAM

TO INPUT CHARACTERS

- Press **X BUTTON** on an input line (team name, location, etc.).
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** moves cursor, **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** toggles characters.
- Press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to toggle team play calling styles.
- Press the **A BUTTON**.

You will come to another screen. Available teams and free agents appear on the right of the screen. Your empty Created Team appears on the bottom.

TO FILL YOUR ROSTER

- **LEFT** or **RIGHT TRIGGERS** to toggle among standard teams.
- **X BUTTON** to toggle between Created and Standard teams.
- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight a player.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to scroll attributes.
- **A BUTTON** to add/remove a player.
- **START BUTTON** to exit.

TRADE PLAYERS

Any player can be traded for another. Each team must carry a minimum of 11 players. Any trade which violates that minimum will not be allowed. If Salary Cap is **ON**, you cannot make a trade that puts you over the cap.

- **LEFT** or **RIGHT TRIGGERS** to toggle teams.
- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight a player.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to toggle attribute categories.
- **X BUTTON** to toggle between team trading areas.
- **A BUTTON** to complete the trade.

FREE AGENCY

Every NFL player and created player is available (or can be released to be made available) as a free agent to any team, including created teams. Attribute levels for highlighted players appear at the bottom of the screen.

Note: If Salary Cap is set to ON, the total value of player salaries on any team cannot exceed 51.5 million dollars. The salary cap does not apply to created teams.

Free agents are signed from the Free Agent Roster at the top of the screen and then appear in the selected Team Roster. A player released from a team roster (at the left of the screen) will then appear in the free agent roster. Press the **Y BUTTON** to switch between the two windows.

TO SIGN A FREE AGENT
- **LEFT** or **RIGHT TRIGGERS** to toggle team to sign player to.
- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to scroll through free agent roster.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to view player attributes.
- **A BUTTON** to sign highlighted free agent to highlighted team.
- **X BUTTON** to switch halves of the screen in this mode

TO RELEASE A PLAYER TO FREE AGENCY
- **LEFT** or **RIGHT TRIGGERS** to cycle teams.
- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight player.
- **A BUTTON** to release roster player to free agency.

NFL DRAFT

Up to 4 players can select a team they wish to draft for (the computer will draft for the remaining teams). Only current NFL players are available in the draft.

TO DRAFT PLAYERS
- **RIGHT TRIGGER** to toggle through teams.
- **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to scroll through available players.
- **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to scroll player attributes.
- **A BUTTON** to sort players by attributes (top players 1st).
- **LEFT TRIGGER** to toggle draft positions (**QB**, **RB**, **WR**, etc.).
- **X BUTTON** to switch between draft pool and team boxes.
- **START BUTTON** to draft player/cycle to draft team.
- **B BUTTON** finishes the draft.

For the hottest hints and codes on Acclaim Titles Please call 1-900-407-Tips(8477).

The cost of the call is $.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

NOTES